

Fantom-G Workstation Keyboard



Power User Control 2: The Pads

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FGWS03

About the Workshop Booklets

Roland's Fantom G6, G7, and G8—the Fantom-G family—set a new standard for excellence in workstation keyboards, with spectacular sounds and incredible built-in effect-processing muscle. A beautiful full-color LCD display and innovative performance features make getting around a pleasure and make the G6, G7, and G8 a dream to play. For recording, the Fantom-G contains a powerful 128 MIDI/audio track sequencer. Each Fantom-G can also host two Roland ARX SuperNATURAL™ cards whose breakthrough modeling technology provides sounds with amazing sonic detail, expressive possibilities, and sound-design opportunities.

Each Fantom-G Workshop Series booklet focuses on one Fantom-G topic, and is intended as a companion to the *Fantom G6/G7/G8 Owner's Manual*.

This booklet requires Fantom-G Operating System v1.10 or higher. You can download the latest Fantom-G O.S. for free from www.RolandUS.com.

About This Booklet

The previous Workshop booklet introduced a variety of methods to help you take control of the Fantom-G. If there's one area of the Fantom-G panel that's absolutely packed with power user controls, though, it's the DYNAMIC PADS area. This booklet is all about the Fantom-G DYNAMIC PADS.

Understanding the Symbols in This Booklet

Throughout this booklet, you'll come across information that deserves special attention—that's the reason it's labeled with one of the following symbols.



A note is something that adds information about the topic at hand.



A tip offers suggestions for using the feature being discussed.



Warnings contain important information that can help you avoid possible damage to your equipment, your data, or yourself.

Introducing the DYNAMIC PADS



The pads in the DYNAMIC PADS area can play drum sounds—which are called “rhythms” on the Fantom-G—and rhythm patterns, as you might imagine. Really, though, they can do so much more. In fact, the pads are a key ingredient in mastering the Fantom-G. Once you get comfortable with them and the things they can do, you'll be whipping around the Fantom-G at blinding speed.

Let's get started.

The ROLL and HOLD Buttons

The ROLL and HOLD buttons affect the manner in which the 16 pads work when they're playing sounds. When

- *HOLD is lit*—the pad acts as if you're continuing to press the pad even after you remove your finger. This can be especially useful for playing sampled loops.
- *ROLL is lit*—the sound produced by any pad you strike repeats, creating a drum-roll-type effect until you release the pad or turn off the HOLD button.



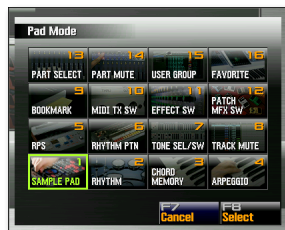
These two buttons also perform some other functions, as we'll see later on.

Pad Modes

The Fantom-G's 16 DYNAMIC PADS can work together to accomplish a variety of tasks quickly and easily. Each of these tasks, or "modes," is called a "pad mode." There are 16 different pad modes. The fastest way to get to the Pad Mode window is to press the PAD MODE button in the DYNAMIC PADS area.



When you press PAD MODE, you display the Pad Mode window:



When you're viewing the Pad Mode window, each of the 16 pads acts as a button that selects a behavior for the entire set of pads—beneath each pad, you can see the mode it selects. When the Pad Mode window's visible, the currently selected mode's pad flashes. To select a new pad mode, hit the corresponding pad.

Each pad mode has its own settings you can display by pressing the PAD SETTINGS button.



This is the Pad Setting window for Sample Pad mode.

Who Controls the Pads' Mode?

Each live set, studio set, and patch in the Fantom-G has its own Pad Mode setting for the behavior of the pads, and the Fantom-G can automatically switch to this new setting when you select a live set, studio set, or patch. This can be handy when you know you'll always want to use the pads a particular way each time you call up a certain live set, studio set, or patch.

There may be other occasions, though, when you'll want to set up the pads a particular way and have them retain that behavior even as you select different live sets, studio sets, or patches.

The System Pad Assign Source parameter determines whether or not the pads use a global setup or the settings belonging to individual live sets, studio sets, and patches. Here's how to set this parameter:

1 If you're:

- on the Pad Settings screen—press F1 (System).
- somewhere else—press MENU, press F2 (System), and then press F2 (Group/Down) to select the Dynamic Pad parameter group.



2 Select the Pad Assign Source parameter if it's not already selected and set it as desired. For the pads' mode to:

- change to the Pad Mode setting of each live set, studio set, or patch you select—set the parameter to **TEMP**.
- remain at the global Pad Mode setting you set on this screen—set the parameter to **SYS**.

3 If you've selected SYS, set the Pad Mode and Pad Roll Resolution parameters as desired.



Pad Roll Resolution sets the speed of the roll created when you strike a rhythm- or sample-mode pad with the ROLL button lit.

The Other Dynamic Pad System Settings

The other parameters on this screen are always globally set, and don't change with different live sets, studio sets, or patches. They are:

- **Pad Velocity**—This parameter turns the pads' velocity sensitivity on or off. When it's set to **REAL**, the pads respond according to the force with which you strike them. To have them act as if you're always hitting them with the same force, select that amount of force with this parameter.



On a synth like the Fantom-G, the force with which you strike a pad or key is measured in MIDI "velocity" values from 1-127. Sounds are often programmed to respond to different velocity values, in the same way that physical instruments respond to soft or hard playing.

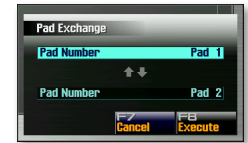
- **Pad Sens**—This parameter select the average force you want to use when you're playing the pads. Technically, it sets how hard you have to whack the pads to reach a velocity value of 127. You can set it to:
 - **LIGHT**—If you'd like to use a generally softer touch on the pads.
 - **MEDIUM**—if the pads work for you easily as they are (this is the default setting).
 - **HEAVY**—if you don't want sounds to respond with too much sensitivity in response to your forceful playing style.
- **Pad Aftertouch Sens**—The Fantom-G pads can produce "aftertouch" data that's produced by pressing down on a pad after striking it. Some sounds respond to this type of MIDI message. The Pad Aftertouch Sens parameter sets the amount of force with which you've got to hold down the pads to reach the maximum aftertouch value of 127.

Saving Your System Settings

To store your current Dynamic Pad System settings in your project, press F7 (Sys Write) to write your new System setting into the Fantom-G's memory.

Pad Exchange

In the Pad Setting window for a number of pad modes, you'll find F2 (Pad Exchg), a handy little organizational tool. When you press F2 (Pad Exchg), the Pad Exchange window opens, where you can dial in any pair of pads and swap whatever it is they're assigned to do. Press F8 (Execute) to perform the swap.



Pad Mode 1—Sample Pad



You can play your own samples—or samples you've imported into the Fantom-G—from the pads in Sample Pad mode. In this mode, each pad plays one of the 16 samples in a sample set. (A sample set is a collection of 16 samples, as we'll discuss further in the *Sampling Workshop* booklet.)



To play samples from the pads in Live or Studio modes, a sample set has to first be assigned to the live or studio set's sample pad part.



As a pad plays its sample, the pad flashes.

Once you're in Sample Pad mode, here's what the parameters in the Pad Settings window do.

| Global Sample Pad Settings | |
|----------------------------|---|
| With this parameter: | You can: |
| Number/Name | select a sample set from the current project. |
| Pad Roll Resolution | set the speed of the roll created when you strike a pad with the ROLL button lit. |



When you select a new sample set in Live or Studio mode using the Pad Settings window's Number/Name parameter, the sample pad part also switches to the newly selected sample set.

| Sample Pad 1-16 Settings | |
|--------------------------|--|
| With this parameter: | You can: |
| Sample Number | select any sample in the current project to be played by the pad. |
| Level | set the level of the pad's sample. |
| Pan | set the stereo position of the sample. |
| Direction | set the sample to play forwards or backwards. |
| Trigger Mode | program the sample to play in either of two ways. When Trigger Mode is set to: <ul style="list-style-type: none"> • <i>GATE</i>—the sample plays for as long as you hold down the pad. Use this setting for playing beat loops or pitched notes. • <i>DRUM</i>—the sample plays through to the end each time you strike its pad. Use this for short percussive sounds. |
| Mute Group | stop certain sample pads from playing at the same time. Use this when you have multiple versions of a single sound—such as closed and open samples of a hi-hat—and want only one to play at a time. |
| Pad Velocity | set the pad to respond to your playing velocity, or not. For velocity response, set the parameter to <i>SYSTEM</i> and set the System Pad Velocity parameter, described earlier, to <i>REAL</i> . To have the pad always play at a fixed velocity value, select the value you want. |



The Sample Pad mode Pad Settings window is an easy place to construct a sample set, since you have access to the most important sample set parameters there. To build a new sample set, select an unused sample-set memory location—one whose name includes “INITIAL SAMPLE”—and use the Sample Number parameter to dial in the samples you want.

Pad Mode 2—Rhythm



If you'd like the pads to play percussion sounds from a rhythm set, select the Rhythm pad mode. In Live and Studio modes, the pads play the sound assigned to the rhythm part. In Single mode, the pads play the sound assigned to the current patch's Dynamic Pad part.



Though the Rhythm pad mode is meant for percussive sounds, you can play single notes on the pads from any kind of sound, not just rhythm sets, by assigning the desired patch or sample set to the rhythm part in Live or Studio mode or to the DYNAMIC PADS part in Single mode.

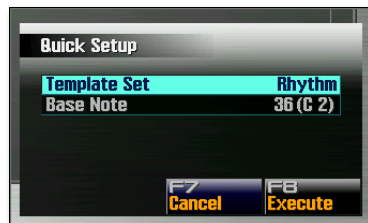
Once you're in the Rhythm pad mode, here's what the parameters in the Pad Settings window do.

| Global Rhythm Pad Mode Settings | |
|---------------------------------|---|
| With this parameter: | You can: |
| Number/Name | select a rhythm set to play on the pads |
| Pad Roll Resolution | set the speed of the roll created when you strike a pad with the ROLL button lit. |

| Rhythm Pad 1-16 Settings | |
|--------------------------|---|
| With this parameter: | You can: |
| Pad Note Number | choose the note—and therefore the sound—to be played on the pad from the selected rhythm set. |
| Pad Velocity | set the pad to respond to your playing velocity, or not. For velocity response, set this parameter to <i>SYSTEM</i> , and the System Pad Velocity parameter to <i>REAL</i> . For the pad to always produce a fixed velocity value, select that value. |

Quick Setup

In Rhythm pad mode, the Pad Settings window also offers a Quick Setup tool: F3 (Quick Setup). Pressing this button reveals the Quick Setup window that has some templates for quickly configuring the pads for rhythm sounds.

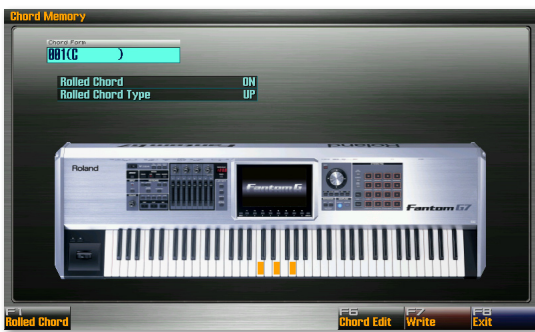


Start by setting the Template parameter. To have the pads:

- *play 16 sounds that form a drum/percussion kit*—select **Rhythm**.
- *play sounds from 16 consecutive notes in the current rhythm set on the 16 pads*—select **Note**, and use the Base Note parameter to choose the note to be played by Pad 1.
- *play the same sound on all of the pads at 16 different velocities*—select **Multi Velo**, and use the Base Note parameter to choose the sound to be played.

Pad Mode 3—Chord Memory

The Chord Memory feature lets you trigger a full chord from a single key on the keyboard, based on the note you play. The Fantom-G contains a set of pre-programmed chord structures—called “chord forms”—you can use, and you can make your own on the Chord Memory screen.



To jump quickly to the Chord Memory screen, hold down SHIFT and press the CHORD MEMORY button.



You can use chord forms with the Fantom-G arpeggiator to construct complicated arpeggiated pitch patterns.

Each pad can be programmed to choose a specific chord form so that you can select the desired chord form by striking its pad with your right hand before you play its key with your left. You can also select new chord forms using the pads as a chord is playing to make the Fantom-G seamlessly switch to the new chord. The currently selected form's pad always flashes to help you identify the current chord form.



When you select the Chord Memory pad mode, the CHORD MEMORY button automatically lights as the Chord Memory feature's turned on.

For the Chord Memory pad mode, there are just two parameters on the Pad Setting screen:

- **Set Number/Name**—This parameter allows you to select a set of chord forms you've already created and stored in the current project.
- **Pad 1-16 Chord Form**—Use this parameter to choose the chord form to be selected by each pad.



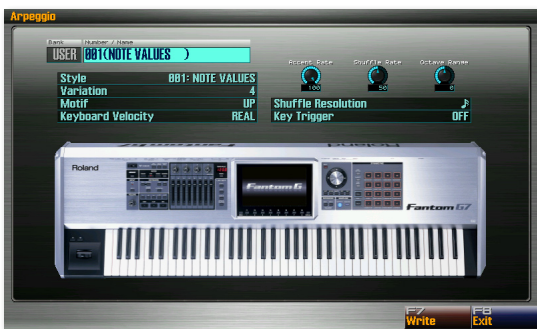
You can store your own sets of chord forms from the Pad Settings screen. Create the desired set using the Pad 1-16 Chord Form parameters, and then hit F7 (Write) to store the chord-form set in the current project.

Pad Mode 4—Arpeggio



When the ARPEGGIO button is lit, notes you play on the keyboard serve as the basis for the currently selected arpeggio “style.” You can choose an arpeggio style as you play by striking the style's pad in Arpeggio pad mode—the pad for the currently selected style flashes.

Arpeggios are edited on the Arpeggio screen, shown on the next page. To get there, hold down SHIFT while pressing the ARPEGGIO button.



When you select the Arpeggio pad mode, the ARPEGGIO button automatically lights and the arpeggiator is automatically turned on.

In the Arpeggio Pad mode, you'll find these two parameters on the Pad Settings screen:

- *Set Number/Name*—You can select a set of 16 arpeggio styles stored in the current project.
- *Pad 1-16 Arpeggio Number*—You can dial in the arpeggio style you want for each pad using these parameters.



When you construct a set of arpeggio styles you'd like to keep, press F7 (Write) to store it in the current project.

Pad Mode 5—RPS

The Fantom-G's RPS (Realtime Phrase Synthesis) lets you trigger a sequencer phrase from a pad. Since each phrase in the Fantom-G can contain multiple MIDI channels of data—with each channel playing a different part sound—a phrase can hold an arrangement of any complexity.



Using the pads for RPS playback, you can:

- *trigger pre-sequenced hard-to-play passages*—onstage or in the studio.
- *lay out and sequence a song structure*—by assigning a phrase for each of the song's sections to a pad, and then sequencing your triggering of the sections in the desired order.



As an RPS phrase plays, its pad flashes.



RPS phrases are really just standard phrases that contain musical passages. If there aren't any phrases in the current project, there's nothing there to use as an RPS phrase.

Here are the available pad settings for the RPS pad mode:

| Global RPS Mode Settings | |
|--------------------------|--|
| With this parameter: | You can: |
| RPS Set Number/Name | select an RPS set to play on the pads |
| Trigger Quantize | set the way in which your phrases start. You can choose: <ul style="list-style-type: none"> • <i>REAL</i>—so that the phrase begins playing as soon as you hit its pad. • <i>BEAT</i>—so that the phrase starts playing at the next beat after you press its pad. • <i>MEASURE</i>—so that the phrase starts playing at the next measure after you press its pad. |
| Velocity Sens | determine the amount of velocity with which the pad's sounds play. Select: <ul style="list-style-type: none"> • <i>OFF</i>—to have the sounds play at the velocity with which they were sequenced. When you're constructing a song using RPS, use this setting. • <i>LOW</i>—to play the phrase's sounds with a minimum of velocity. • <i>MID</i>—to play the phrase's sounds with medium velocity. • <i>HIGH</i>—to play the phrase's sounds at maximum velocity. |

RPS Pad 1-16 Settings

| With this parameter: | You can: |
|----------------------|--|
| Phrase Number | choose the phrase to be played on the pad. |
| Play Mode | set how the phrase plays. To have it play: <ul style="list-style-type: none"> • <i>play over and over</i>—for as long as you hold down its pad, set Play Mode to LOOP1. • <i>toggle on and off</i>—with each press of its pad, set Play Mode to LOOP2. • <i>play all the way through once and then stop</i>—set Play Mode to ONCE. |

| | |
|------------|---|
| Mute Group | set up phrases so they mute each other without overlapping: triggering a new phrase causes the currently playing phrase to stop. This is especially useful when you're sequencing a song structure. |
|------------|---|



If you construct a set of RPS phrases you'd like to keep, press F7 (Write) to store it in the current project.

Pad Mode 6—Rhythm Ptn (“Pattern”)

If you have sequenced phrases in a project that contain beats, you can play them as rhythm patterns from the pads. When a pad's rhythm is playing, the pad flashes.



You can sequence the drum track for a song on the fly by triggering rhythm patterns from the pads, and sequencing this “performance.”



Rhythm patterns are really just standard sequencer phrases that contain beats. If there aren't any phrases in the current project, there's nothing there to use as a rhythm pattern.



The difference between rhythm-pattern pad playback and RPS pad playback is the set of playback options available for each.

Here are the rhythm-pattern pad settings:

Global Rhythm Pattern Pad Mode Settings

| With this parameter: | You can: |
|---------------------------|---|
| Rhythm Pattern Set Number | select a set of rhythm patterns to play on the pads |
| Trigger Quantize | set the way in which your rhythm patterns start. You can choose: <ul style="list-style-type: none"> • REAL—so that each rhythm pattern begins playing as soon as you hit its pad. • BEAT—so that each rhythm pattern starts playing at the next beat after you press its pad. • MEASURE—so that each rhythm pattern starts playing at the next measure after you press its pad. |

| | |
|---------------|--|
| Velocity Sens | determine the amount of velocity with which the rhythm pattern's sounds play. Select: <ul style="list-style-type: none"> • OFF—to have the sounds play at the velocity with which they were sequenced. • LOW—to play the rhythm pattern's sounds with a minimum of velocity. • MID—to play the rhythm pattern's sounds with medium velocity. • HIGH—to play the rhythm pattern's sounds at maximum velocity. |
|---------------|--|

Rhythm Pattern Pad 1-16 Settings

| With this parameter: | You can: |
|----------------------|--|
| Rhythm Pattern | choose the rhythm pattern to be played on the pad. |



If you construct a set of rhythm patterns you'd like to keep, press F7 (Write) to store it in the current project.

Pad Mode 7—Tone Sel/Sw



The Tone Sel/Sw (for “Tone Select/Switch”) pad mode is a great power tool when you’re editing patches. Each patch is made up of as many as four “tones.” Tones produce the sound waves that form the basis of a patch’s sound. The Tone Sel/Sw pad mode lets you quickly select a tone for editing, or turn a tone on or off.

If you’re in

- *Single mode*—the pads control the tones in the currently selected patch. If you’re playing a rhythm set on the keyboard, the pads control the four waves used by the rhythm tone you’ve most recently played.
- *Live or Studio mode*—the pads control the tones in the patch played by the currently selected part. If you’ve selected a part that uses a rhythm set and the part’s KBD switch is on, the pads control the waves in the last-played rhythm tone.

CUTOUT

- *Pads 1-4*—turn Tones 1-4, respectively, on or off.
- *Pads 5-8*—select Tones 1-4, respectively, for editing.

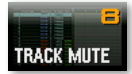


In a rhythm set, each key on the keyboard plays a different rhythm tone that can use up to four sound waves.



When a tone is selected or turned off, its pad is unlit. You can also see the state of your tones on the Pad Setting screen.

Pad Mode 8—Track Mute



You can use the pads to mute tracks as you sequence or record. This allows you to quickly switch things on and off as you refine a song’s arrangement.



When a track is muted, its pad flashes. You can also go to the Pad Setting screen to see which tracks are currently muted.

Pad Mode 9—Bookmark



On the Fantom-G, you can bookmark screens you often re-visit. Once you’ve bookmarked a screen, you can quickly jump back there by striking its pad in the Bookmark pad mode. You can have up to 128 bookmarked screens in a project, organized in eight banks of 16 bookmarks each.

Bookmarking a Screen

- 1 Set the pads to the Bookmark pad mode.
- 2 Press PAD SETTINGS, and then use the ROLL and/or HOLD button to select the bank in which you like to store your bookmark.
- 3 Navigate to the screen you want to bookmark.
- 4 Hold down the PAD SETTING button, and without letting go, strike the pad you want to use for the bookmark.
- 5 Let go of the PAD SETTING button—the Pad Setting screen appears, and you can see your bookmark assigned to its pad.
- 6 Press F8 (Exit) to store the bookmark in the project and leave the screen.



During many Fantom-G operations, hitting F8 (Exit) to leave a screen doesn’t really matter too much, but here it does. Your bookmark won’t be properly saved if you leave the Pad Setting screen without hitting F8 (Exit).



To clear an already bookmarked screen, while holding down PAD SETTING, press the bookmark's pad.



If you'd like to swap the pads to which a pair of bookmarks are currently assigned, press F2 (Pad Exchg) on the Pad Settings screen, and then select the two pads whose bookmarks you want to trade.

Jumping to a Bookmarked Screen

- 1 Make sure the pads are in the Bookmark pad mode.
- 2 Press PAD SETTING to open the Pad Setting screen and reveal your bookmarks.
- 3 To change bookmark banks, use the ROLL or HOLD button to move up or down in the banks list, respectively.
- 4 Press your bookmark's pad to jump to its screen.

Pad Mode 10—MIDI TX Switch



When you're controlling external devices via MIDI onstage or in the studio—or sending MIDI data to an external sequencer—the MIDI TX Switch pad mode makes it easy to turn the transmission of MIDI data on or off for any channel.



The MIDI TX Switch pad mode's especially handy with Single mode, where the transmission of MIDI data is turned off by default—this provides a quick way to turn it on as needed.

With this simple pad mode, the 16 pads correspond to MIDI Channels 1-16. To send MIDI data on a channel, press its pad so it lights. For a bird's-eye view of the transmission status for all 16 MIDI channels, press PAD SETTING.

Pad Mode 11—Effect Switch



When you're programming sounds, sequencing, recording, or mixing, the Effect Switch pad mode lets you turn most of the Fantom-G's effect processors on and off with the touch of a button. (The PFX have their own pad mode, described next.) When a processor is on, its pad is lit in Effect Switch mode. To turn off the processor, press its pad so it's unlit.

| To switch: | On or off, press: |
|-------------------|-------------------|
| Input effect | Pad 1 |
| Chorus | Pad 2 |
| Reverb | Pad 3 |
| Mastering | Pad 4 |
| MFX 1 | Pad 5 |
| Studio mode MFX 2 | Pad 6 |



The Pad Setting screen provides an overview of the state of the processors that the Effect Switch pad mode controls.

Pad Mode 12—Patch MFX Switch



In the Patch MFX Switch pad mode, you can quickly turn the PFX processor for a patch on or off. In

- *Live mode*—Pads 1-8 control the PFX for the sounds in Parts 1-8, respectively.
- *Single mode*—Pad 1 controls the PFX for the current keyboard sound.
- *Studio mode*—Pads 1-16 control the PFX for Internal Parts 1-16, respectively.

When a PFX is turned on in this mode, its pad is lit. When it's switched off, its pad is unlit.



The Pad Setting screen provides an overview of the state of your current mode's PFX processors.

Pad Mode 13—Part Select

This pad mode is killer time-saver when you're working in Live or Studio modes, especially when you're putting together or editing a live set or studio set. In the Part Select pad mode, you can use the pads to quickly select the part you want to edit. When a part is selected, its pad flashes.

In

- *Live mode*—Pads 1-8 select Parts 1-8, respectively.
- *Studio mode*—Pads 1-16 select Parts 1-16, respectively.

Pad Mode 14—Part Mute

You can use the Part Mute pad mode to quickly mute parts at any time to make hearing the remaining parts easier. When a part is muted, its pad flashes. In

- *Live mode*—Pads 1-8 mute or un-mute Parts 1-8, respectively.
- *Single mode*—Pad 1 mutes or un-mutes the keyboard part, Pad 7 does the same for Part 7 (the Single-mode sample-set part), and Pad 10 mutes or un-mutes the rhythm part, Part 10.
- *Studio mode*—Pads 1-16 mute or un-mute Parts 1-16, respectively.

Pad Mode 15—User Group

The Fantom-G's User Group pad mode allows you to use the pads to quickly select sounds from User Groups you've set up. When you select a User Group sound, its pad flashes.



The *Power User Control Workshop* booklet explains the difference between User Groups and Favorites and explains how to use Favorites.



In

- *Single mode*—User Groups can contain patches, rhythm sets, and sample sets.
- *Live mode*—User Groups can contain live sets.
- *Studio mode*—User Groups can contain studio sets.

There can be up to 16 sounds in each User Group bank, and each mode has its own set of four User Group banks.

Once you're in the User Group pad mode, you can grab User Group sounds from the current User Group bank without going to the Pad Setting screen. The Pad Setting screen, though, is where you set up User Group sounds and change User Group banks.



In addition to pressing PAD SETTING when you're in the User Group pad mode, you can get to this screen by pressing F6 (User Group) from the Patch List, Live Set List, and Studio Set List screens.



As we discussed in "Who Controls the Pads' Mode?" on Page 3, each sound and studio set can have its own pad mode. Therefore, when you're working in the User Group pad mode, we recommend setting the System Pad Assign Source parameter to **SYS** and the System Pad Mode parameter to **USER GROUP** to keep from being inadvertently yanked out of User Group mode each time you select a new sound.

Setting Up User Group Sounds

To add a sound to a User Group, you register the sound in the desired User Group bank. Here's how:

- 1 Set the pads to the User Group pad mode.
- 2 In
 - *Single mode*—select the desired patch, rhythm set, or sample set as your keyboard sound.
 - *Live mode*—select the desired live set.
 - *Studio mode*—select the desired studio set.
- 3 Press PAD SETTING to display the Pad Setting screen.
- 4 To select the User Group bank in which you want to register your selection, press F1 (Bank/Up) or F2 (Bank/Down), or click the desired bank's name with your mouse.
- 5 Selected the User Group location in which you want to register your sound—each of the 16 locations corresponds to the same-numbered pad.
- 6 Press or click F5 (Regist) to add the sound to the current User Group bank.

Removing Sounds from a User Group

- 1 On the User Group Pad Setting screen, select the sound you want to take out of your User Group.
- 2 Press F4 (Remove).

Recalling User Group Sounds

To recall a User Group sound from the currently selected User Group bank:

- 1 In the User Group pad mode, press the sound's pad.

To recall a User Group sound from a different User Group bank:

- 1 In the User Group pad mode, press PAD SETTING to display the Pad Setting screen.
- 2 Select the desired User Group bank.
- 3 Press the desired sound's pad.



Instead of pressing a pad in Step 3 above, you could also select the sound onscreen and press or click F8 (Select), but striking a sound's pad is usually quicker and easier.

Pad Mode 16—Favorite



You can select your Favorite patches, live sets, and studio sets from the pads using the Favorites pad mode. When you select a Favorite, its pad flashes.



The *Power User Control* Workshop booklet contains an explanation of Favorites.



As with User Groups, when you're selecting Favorites from the pads, we recommend setting the System Pad Assign Source parameter to **SYS** and the System Pad Mode parameter to **FAVORITE** to keep from being yanked out of Favorite mode when you select a new sound.

To select a Favorite:

- 1 Switch to the Favorite pad mode.



To see your current Favorites—or to change Favorite banks—press PAD SETTING to display the Favorite Edit screen.

- 2 Hit the pad that selects the desired Favorite from the currently selected Favorites bank.

Numeric Entry

One more thing: You can enter values on the pads, speeding up lots of things you do on the Fantom-G—we recommend you get used to using this feature, since it can be *such* a time-saver.

When you're on the

- *Live Play screen*—you can select any live set by its number.
- *Single Play screen*—you can select patches by number.
- *Studio Play screen*—you can select studio sets by number.

Whenever you've highlighted a parameter that has numbered values or is an on/off switch, you can type the desired value using the pads.

To use the pads for typing numbers, press **NUMERIC** so it lights.—the 1-10 pads light up. Pads 1-9 types the digits 1-9, respectively. Beyond that:



| <i>This pad:</i> | <i>Does this:</i> |
|------------------|--|
| Pad 10 | types 0 |
| Pad 11 | types + when you want to enter a positive value for a parameter that can have either a negative or positive value. |
| Pad 12 | types - when you want to enter a negative value for a parameter that can have either a negative or positive value. |
| Pad 15 | types a comma |
| Pad 16 | types a backspace |



When a selected parameter is an on/off switch, Pad 1 turns the parameter on, and Pad 10 turns it off.

As soon as you begin typing numbers on the pads, the pads flash. When you're done entering the desired characters and/or numbers press **HOLD** to enter them, or press **ROLL** to cancel them.



If you start by typing characters from Pads 11, 12, 15, and 16, the pads won't begin to flash until you type the digit(s) that follow.

The End

We hope you've found this workshop helpful. Keep an eye out for other Fantom-G Workshop booklets available for downloading at www.RolandUS.com.